[DESCRIPTION]

~~INTERNET~~ ONLINE GAME SERVICE SYSTEM FOR RANDOMLY ALLOCATING GAME CHANNELS ACCORDING TO USER BEHAVIOR PATTERNS AND METHOD THEREOF

CROSS REFERENCE TO RELATED APPLICATIONS

[0001]   This application is a U.S. National Application of International Application PCT Application No. PCT/KR2005/001014 filed on April 8, 2005, which claims the benefit of priority from Korean Patent Application No. 10-2004-0024100 filed on April 8, 2003. The disclosures of International Application PCT Application No. PCT/KR2005/001014 and Korean Patent Application No. 10-2004-0024100 are incorporated herein by reference.

[Technical Field]

[0002]   The present invention relates to a game service for servicing a game via the network, such as ~~through~~ the Internet. More specifically, the present invention relates to an ~~Internet~~ online game service system and method for randomly allocating game channels according to users' behavior patterns.

[Background Art]

[0003]   Various categories of services have been provided through the medium of the Internet as the use of the Internet has increased. In particular, many Internet users enjoy game services on the Internet, and hence, many service providers provide various games to the users. Games in which game points are given or taken between the gamers for the sake of winning or losing the game

are currently being offered. For example, the Korean traditional Go-Stop game such as Mat-Go

with a 1:1 match and poker are popular ~~Internet~~ online card games.

[0004]   When attempting to perform a desired game through the game service, the user accesses a

corresponding game service server and selects the desired game through web pages provided by

the server. The corresponding server then displays a channel list for using the game to the user,

and displays a list of game rooms belonging to the selected game when selecting a specific

channel. The corresponding server displays a game screen so that the user may perform a game

with another gamer in a game room selected or generated by the user when the user selects one of

game rooms displayed on the user's computer or directly generates a new game room.

[0005]   In general, the users must perform the ~~above descried~~ above-described process to enjoy

the game on the Internet, and ~~malicious users familiar with each other~~collaborative users for

deceit plot together to enter a specific game room and play the game in collusion, thereby

damaging the chances of the compliant users, when the compliant users enter a specific game

room and perform the game.

[0006]   Also, expert or experienced gamers sometimes desire to play the game together with other

experienced gamers. Therefore, ~~Internet~~online game services for satisfying the users'

requirements are needed.

〖Disclosure〗

〖Technical Problem〗

[0007]   It is an advantage of the present invention to provide an ~~Internet~~online game service

system and method for randomly allocating game channels according to users' behavior patterns

so that users with similar game behavior patterns may gather at the same channel and play the game through classification of the users' game patterns.

[0008]   It is another advantage of the present invention to provide an ~~Internet~~online game service system and method for randomly allocating game channels according to users' behavior patterns so that the users may be identified to be ~~malicious users~~collaborative users for deceit and compliant users and the compliant users may be prevented from playing the game with the ~~malicious users~~collaborative users for deceit.

Brief Description of Drawings

[0009]   FIG. 1 shows a block diagram of an online game service system for randomly allocating game channels according to users' behavior patterns according to an exemplary embodiment of the present invention;

[0010]   FIG. 2 shows a detailed block diagram of a general/random channel database shown in FIG. 1;

[0011]   FIG. 3 shows a detailed block diagram of a user behavior pattern database shown in FIG. 1;

[0012]   FIG. 4 shows a detailed block diagram of a channel server shown in FIG. 1;

[0013]   FIG. 5 shows a detailed block diagram of a game server shown in FIG. 1;

[0014]   FIG. 6 shows a flowchart of an online game service method for randomly allocating game channels according to users' behavior patterns according to an exemplary embodiment of the present invention;

[0015]   FIG. 7 shows a detailed flowchart of a process for recording users' game behavior patterns while the game is played in the online game service method shown in FIG. 6; and

[0016]   FIG. 8 shows a flowchart of a process for monitoring users' behavior patterns during the process for recording the users' game behavior patterns shown in FIG. 7.

【Technical Solution】

[0017]   Further, as used in this application, the terms "component," "module" and "system" are intended to refer to a computer-related entity, either hardware, a combination of hardware and software, software, or software in execution. For example, a component or a module can be, but is not limited to being, a process running on a processor, a processor, a hard disk drive, multiple storage drives (of optical and/or magnetic storage medium), an object, an executable, a thread of execution, a program, and/or a computer. By way of illustration, both an application running on a server and the server can be a module. One or more components or modules can reside within a process and/or thread of execution, and a module or component can be localized on one computer and/or distributed between two or more computers.

[0010][0018]   In one aspect of the present invention, in a system for providing a game service to a plurality of users connected to the network, such as Internet, a telephone line, and the like, an Internetonline game service system comprises: a user behavior pattern database for storing a plurality of behavior pattern classification references for classifying user behavior patterns per game and game behavior pattern information on the users; a channel database for storing a list of per-game random channels and data on game rooms generated at the random channels; a channel server for selecting one of the random channels in the channel database according to the respective users' behavior pattern information according to the user behavior pattern database, providing data on game rooms generated in the selected random channel, and controlling a user

to enter a selected game room when the user selects the game room; and a game server for

providing a game service to the users who have entered respective game rooms by the channel

server, determining game behavior patterns of the respective users who play the game by using

behavior pattern references stored in the user behavior pattern database, and storing the

determined game behavior patterns in the user behavior pattern database.

[0019]   In another aspect of the present invention, in a method for providing a game service to a

plurality of users connected to the Internet, an ~~Internet~~online game service method comprises: a)

determining a user's game behavior pattern for the game selected by the user; b) selecting a

specific random channel according to the determined game behavior pattern of the user (where

the random channel cannot be directly selected by the user); c) displaying game rooms in the

selected specific random channel to the user and controlling the user to select one of the game

rooms; and d) controlling users to play the game in the game room at the specific random

channel selected by the user, and concurrently analyzing and recording game behavior patterns of

the users who play the game.

[0020]   In the following detailed description, only the preferred embodiment of the invention has

been shown and described, simply by way of illustration of the best mode contemplated by the

inventor(s) of carrying out the invention. As will be realized, the invention is capable of

modification in various obvious respects, all without departing from the invention. Accordingly,

the drawings and description are to be regarded as illustrative in nature, and not restrictive. To

clarify the present invention, parts which are not described in the specification are omitted, and

parts for which similar descriptions are provided have the same reference numerals.

[0021]   FIG. 1 shows a block diagram of an ~~Internet~~online game service system for randomly

allocating game channels according to users' behavior patterns according to an exemplary

embodiment of the present invention.

[0022]   As shown in FIG. 1, the ~~Internet~~online game service system for randomly allocating game

channels according to users' behavior patterns includes a web server 100, a

~~channel/random~~general/random channel database 200, a user behavior pattern database 300, a

channel server 400, a game database 500, and a game server 600.

[0023]   The web server 100 may provide a plurality of services including a chat service, a

community service, and a shopping mall service in addition to various ~~Internet~~online games

including a Go-Stop card game and poker to a plurality of user computers 700-1 to 700-n

accessed through the Internet 800. As shown, the users utilize computers 700-1 to 700-n, and

other types of terminals to access the web server 100 through the Internet 800 and play a game

are available. Terminals may include a personal computer (PC), a handheld computer, a personal

digital assistant (PDA), a mobile phone, a smart phone, and the like.~~mobile terminals and~~

~~Internet TVs which may also be available to the users.~~

[0024]   The ~~channel/random~~general/random channel database 200 stores data on general channels

and random channels for each game and data on game rooms generated at the general channels

and the random channels. In this instance, the general game channel is selected and can be

entered by a user, and the random channel is not selected by the user but is automatically

randomly selected according to the user's game behavior pattern when the user has an intention

to enter a game room through the random channel. Here, the random channel has been described

to be randomly selected, which does not represent that a predefined random channel is given

from among a plurality of random channels but which indicates that a random channel

determined by the classification of the user's game behavior pattern can be selected.

[0025]   The user behavior pattern database 300 classifies the respective users' behavior features

when playing the game and stores them ~~according to~~in association with users. In one

embodiment,~~The~~the classified users' game behavior patterns can include a classification of

~~malicious users~~collaborative users for deceit who play the game with other users in collusion and

compliant users, a classification following game usage, and/or a classification depending on bets,

~~according to~~depending on the features of the game.

[0026]   The channel server 400 refers to the ~~channel/random~~general/random channel database

200 and provides a general channel and a random channel of a selected game and a game room

list for each general channel when the user selects the game through the web server 100. In this

instance, as to the random channel, no random channel list is displayed but a display for a

selection on the entrance through the random channel is provided, and when the user selects the

display, the channel server 400 refers to the user behavior pattern database 300 to select a

random channel and allow the user to enter therethrough and then displays a game room list of

the corresponding random channel to the user. Therefore, other users having game behavior

patterns similar to those of the user are allowed to enter the random channel selected by the

channel server 400.

[0027]   The user can select a channel for playing the game and a specific game room belonging to

the channel through a general channel list and a game room list provided by the channel server

400, and the user can also enter the random channel through which the users having the game

behavior patterns similar to those of the user have entered and select a specific game room

~~belonging to~~connected by the random channel. In this instance, when the user selects a game

through the web server 100, the web server 100 initiates a user program for the game pre-installed in the user computer 700-1 to 700-n, and the user computer 700-1 to 700-n accesses the channel server 400 through the Internet 800 by the user program, and hence, it is not needed to directly couple the channel server 400 to the web server 100. Therefore, the web server 100 is coupled to other components if necessary by the user, which is depicted by dotted lines in FIG. 1.

[0028]   Also, the channel server 400 allows new users to enter the corresponding game room while the users play the game, and the new users stand by for the game as observers.

[0029]   The game database 500 stores game logic for controlling the game progress.

[0030]   The game server 600 provides a game service selected by the user through the channel server 400. That is, the game server 600 refers to the game database 500 to execute the game according to game logic established for each game. For example, when the user selects poker, generates or selects a specific game room on a specific channel through the channel server 400, and at least two users enter the poker game, the game server 600 displays the game, executes the game, and settles game results so that the users may play poker.

[0031]   In this instance, the game logic represents specified rules for automatically performing the game according to a predefined rule. For example, poker has a rule for distributing cards, a rule for selecting one of three cards after distribution, a rule for placing a bet, and a rule for achieved results on various games.

[0032]   The game server 600 monitors the users who have entered each game room while the users play the game, and classifies the corresponding users' game behavior patterns and stores the same in the user behavior pattern database 300 when the game is over. As previously described, the classified users' game behavior patterns include a classification of ~~malicious users~~collaborative users for deceit and compliant users, a classification following game usage,

and a classification depending on bets, ~~according to~~depending on the features of the game. The game server 600 determines to which classification each gamer's game behavior pattern belongs and stores the game behavior pattern in the user behavior pattern database 300. In particular, it is needed in the above-noted classifications to accurately identify ~~malicious users~~collaborative users for deceit and compliant users so that the compliant users may not be damaged by the ~~malicious users~~collaborative users for deceit.

[0033]   Therefore, the game server 600 is to accurately analyze the gamers' game behavior patterns and accurately identify ~~malicious users~~collaborative users for deceit and compliant users. To achieve this, the game server 600 has a reference rule for detecting and classifying ~~malicious users~~collaborative users for deceit, and classifies the users, for example based on the channels in the first place. In general, the ~~malicious users~~collaborative users for deceit tend to play the game in a game room of an intermediate channel, and in particular, an advanced specific channel, and a full betting channel in the case of poker, which can be used as channel references. Second, the users can be classified with reference to ~~bet~~betting patterns. For example, three to four users in a group wait for a compliant user and only bet seed money so as to save cost in the game room for poker, and make a full bet and control one of the ~~malicious users~~collaborative users for deceit to win the game and take the total bets in collusion when the compliant user enters the game room, which can also be a reference of ~~bet~~betting patterns. Therefore, the ~~malicious users~~collaborative users for deceit play the game with the minimum bet or without a bet except the initial bet in most cases until the compliant users enter the game room, and hence, the subsequent math figure is applicable.

[0034]   Winner's taken money = [Seed money x (the number of gamers – 1)] – dealer fee

[0035]   where the seed money represents predefined money provided by all the users for progressing a game, and the dealer fee indicates money given to the game server 600 from the total bet when the game server 600 has progressed the game. In this instance, the dealer fee may not be generated according to the game server 600 or a category of the game. In addition to the above-noted references, other various references for identifying the ~~malicious users~~collaborative users for deceit and the compliant users can be provided.

[0036]   In the exemplary embodiment, the ~~malicious users~~collaborative users for deceit are finally classified by combining the first and second references. For example, when users play the game in a game room of a specific channel (e.g., a full bet game room) and the number of played games is greater than 100 which is considered to be ~~malicious users~~collaborative users for deceit according to the second reference, or when users play the game in a full bet game room and the percentage of the number of played games by ~~malicious users~~collaborative users for deceit according to the second reference with respect to the total number of played games is greater than 50%, the corresponding users are finally classified as ~~malicious users~~collaborative users for deceit.

[0037]   In addition to the above-noted classifications, the users can be classified by various levels according to game usage. For example, a user may have a full bet at the fifth card and another user may have a full bet at the fourth card in the poker game. The above-noted bets can be references for classifying the users. <u>While other classifications have not been described in this specification, the present invention is not limited to the classification described herein.</u>

[0038]   FIG. 2 shows a detailed block diagram of the ~~channel/random~~general/random channel database 200 shown in FIG. 1.

[0039]   As shown in FIG. 2, the ~~channel/random~~general/random channel database 200 includes general channels 210-1 to 210-m which the users can select and enter and random channels 220-1 to 220-n which allows the users who have similar game behavior patterns according to classified user behavior patterns to automatically enter.

[0040]   The random channels 220-1 to 220-n are not specified by the user behavior patterns. Users enter the random channel by the channel server 400 irrespective of the user behavior patterns in the initial stage, and when a user with a specific behavior pattern has already entered a specific random channel, users who have similar or same game behavior patterns can enter the random channel.

[0041]   FIG. 3 shows a detailed block diagram of the user behavior pattern database 300 shown in FIG. 1.

[0042]   As shown in FIG. 3, the user behavior pattern database 300 includes a user behavior pattern reference database 310 and a user behavior pattern information database 320.

[0043]   The user behavior pattern reference database 310 stores various user behavior pattern references for classifying the users' game behavior patterns, including a reference for classifying the ~~malicious users~~collaborative users for deceit and compliant users, a classification reference according to game usage, and a classification reference according to bet degrees.

[0044]   The user behavior pattern information database 320 stores the users' behavior pattern classification information.

[0045]   FIG. 4 shows a detailed block diagram of the channel server 400 shown in FIG. 1.

[0046]   As shown in FIG. 4, the channel server 400 includes a channel display ~~unit~~component 410, a random channel controller 420, a game room display 430, and a channel controller 440.

[0047]   The channel display ~~unit~~component 410 refers to the ~~channel/random~~general/random channel database 200 and provides user interface for allowing users to select and enter a game room using either general channel or random channel. ~~displays a list of general channels which the user having selected the game can select and enter and a channel display for entering the random channel to the user~~ The user interface may show a list of general channels through the user computer 700-1 to 700-n.

[0019]   The random channel controller 420 controls to select and enter one of the random channels 220-1 to 220-n in the ~~channel/random~~general/random channel database 200 according to the corresponding user's behavior pattern when the user selects to enter the random channel through the channel display ~~unit~~component 410.

[0020]   In detail, the random channel controller 420 includes a user behavior pattern ~~determiner~~determination module 421 and a random channel ~~determiner~~determination module 423.

[0021]   The user behavior pattern ~~determiner~~determination module 421 determines the game behavior pattern classification of the user having selected the random channel by referring to the user behavior pattern information database 320 of the user behavior pattern database 300.

[0022]   The random channel ~~determiner~~determination module 423 determines a random channel that the corresponding user will enter from a random channel among the random channels 220-1 to 220-n in the ~~channel/random~~general/random channel database 200 based on the user's behavior pattern classification determined by the user behavior pattern ~~determiner~~determination module 421. In this instance, the random channel ~~determiner~~determination module 423 controls the corresponding user to enter an empty random channel or randomly selects one of the random channels that the users having game behavior patterns that are the same or similar to that of the

corresponding user have entered and controls the corresponding user to enter the random channel.

For example, when the game behavior pattern of the user having selected the entrance to the

random channel is classified to be a compliant user, the random channel ~~determiner~~determination

module 423 controls the user to enter an empty random channel or selects one of the random

channels that the compliant users have entered and controls the corresponding user to enter the

random channel. Accordingly, the users with the same or similar game behavior patterns gather

and play the game. For example, when the compliant users are controlled to play the game

together with other compliant users, the compliant users may not be damaged by the ~~malicious~~

~~users~~collaborative users for deceit.

[0023]   Next, when a general channel is selected by the channel display ~~unit~~component 410 or a

random channel is determined by the random channel controller 420, the game room display 430

refers to the ~~channel/random~~general/random channel database 200 and displays a list of game

rooms in the corresponding general channel/random channel to the user through the user

computer 700-1 to 700-n.

[0024]   The channel controller 440 controls the channel display ~~unit~~component 410, the random

channel controller 420, and the game room display 430 so that the user may enter a general

channel or a random channel, select a game room in the corresponding channel, and enter the

game room.

[0025]   FIG. 5 shows a detailed block diagram of the game server 600 shown in FIG. 1.

[0026]   As shown in FIG. 5, the game server 600 includes a user behavior pattern

~~monitor~~monitoring module 610, a user behavior pattern ~~determiner~~determination module 620, a

user behavior pattern ~~recorder~~recording module 630, and a game controller 640.

[0027]   The user behavior pattern ~~monitor~~monitoring module 610 refers to the respective

behavior pattern references in the user behavior pattern reference database 310 of the user

behavior pattern database 300 and monitors the users' behavior patterns on playing the game.

[0028]   The user behavior pattern ~~determiner~~determination module 620 uses game behavior

pattern information of the users monitored by the user behavior pattern ~~monitor~~monitoring

module 610 and finally determines the respective users' game behavior patterns while the users

are playing the game or when they finished playing the game.

[0029]   The user behavior pattern ~~recorder~~recording module 630 stores the respective users' game

behavior patterns determined by the user behavior pattern ~~determiner~~determination module 620

in the user behavior pattern information database 320.

[0030]   The game controller 640 refers to the game database 500 to find game rules and controls

the progress of game so that the users may play the game, and further controls to record the

respective users' game behavior patterns determined by the user behavior pattern

~~monitor~~monitoring module 610 and the user behavior pattern ~~determiner~~determination module

620 in the user behavior pattern information database 320 through the user behavior pattern

~~recorder~~recording module 630 while the users are playing the game or when they finished

playing the game.

[0031]   Referring to FIG. 6, an ~~Internet~~online game service method for randomly allocating a

game channel according to users' behavior patterns according to an exemplary embodiment of

the present invention will be described in detail. It is assumed before description that information

on the respective users' game behavior patterns is pre-stored in the user behavior pattern

information database 320, and the process for storing the information on the users' game

behavior patterns in the user behavior pattern information database 320 will be described later.

[0032]   A plurality of users use their computers 700-1 to 700-n to execute a user program

provided by the web server 100 or directly access the channel server 400 or uses a web browser

to directly access the web server 100, and selects a desired game in step S100. In this instance,

the user program is described to have been preinstalled, and in another case, the web server 100

or the channel server 400 controls and determines when to install the user program for the

corresponding game at an appropriate time.

[0033]   When the game is selected by the user, the channel controller 440 of the channel server

400 displays a per-game general channel list and a random channel entrance display stored

through the channel display ~~unit~~component 410 in the ~~channel/random~~general/random channel

database 200 to the user computers 700-1 to 700-n through the web server 100 in step S110, and

the user selects an entrance to a general channel or a random channel for playing the game from

among the general channel and random channel entrance displays displayed on the computer

700-1 to 700-n. For example, when the general channel list is displayed by grades, the user can

select a channel depending on the user's grade. Also, the user selects a random channel so as to

play the game with other users having game behavior patterns that are the same as or similar to

that of the user. For example, the user can select a random channel so as to prevent being

damaged by ~~malicious users~~collaborative users for deceit.

[0034]   When a general channel is selected by the user in step S120, the channel server 400

displays a list of game rooms generated to the corresponding channel stored in the

~~channel/random~~general/random channel database 200 to the user computer 700-1 to 700-n

through the game room display 430 in step S150, and the user selects and enters one of the game

rooms displayed on the user's computer 700-1 to 700-n in step S160.

[0035]   However, when the user selects an entrance to a random channel in step S120, the channel server 400 takes game behavior pattern information of the corresponding user in the user behavior pattern information database 320 through the user behavior pattern ~~determiner~~determination module 421 of the random channel controller 420 in step S130, and determines one of the random channels 220-1 to 220-n in the ~~channel/random~~general/random channel database 200 through the random channel ~~determiner~~determination module 423 in step S140. The random channel ~~determiner~~determination module 423 selects a random channel according to the user's game behavior pattern, and in detail, randomly determines one of the random channels when the random channels with the same or similar game behavior patterns are provided, and determines one of empty random channels when no such random channels with the same or similar game behavior patterns are provided.

[0036]   When a specific random channel is selected by the random channel controller 420, the channel server 400 displays a list of game rooms generated to the corresponding random channel stored in the ~~channel/random~~general/random channel database 200 to the user computer 700-1 to 700-n through the game room display 430 in step S150, and the user selects and enters one of the game rooms displayed on the user's computer 700-1 to 700-n in step S160.

[0037]   When the user selects and enters a specific game room in the general channel or a random channel, the game server 600 uses game logic stored in the game database 500 to control the respective users to play the game, and concurrently determines and records the respective users' game behavior patterns in step S170.

[0038]   The process for recording the game behavior pattern and playing the game in step S170 will now be described with reference to FIGs. 7 and 8.

[0039]   When the game starts in step S171, the user behavior pattern ~~monitor~~monitoring module 610 of the game server 600 refers to the user behavior pattern reference database 310 and monitors the respective users' game behavior patterns such as motion in step S172 and S173 until the game is over.

[0040]   When the game is over, the user behavior pattern ~~determiner~~determination module 620 analyzes game behavior patterns of the users monitored by the user behavior pattern ~~monitor~~monitoring module 610 in step S174, and determines the respective users' final game behavior patterns in step S175.

[0041]   The user behavior pattern ~~recorder~~recording module 630 records and stores the users' game behavior patterns determined by the user behavior pattern ~~determiner~~determination module 620 in the user behavior pattern information database 320 in step S176.

[0042]   The process for monitoring the user's game behavior pattern of step S172 will be described for the case of poker with reference to FIG. 8, which will be executed by the user behavior pattern ~~monitor~~monitoring module 610.

[0043]   When a game starts in step S172-1, the bet for each user is recorded each time a card is distributed in step S172-2 and the recording process is continued until the corresponding game is over in step S172-3.

[0044]   When the corresponding game is over, the total bet for each user is analyzed, the corresponding game is analyzed to which one of the references in the user behavior pattern reference database 310 the corresponding game belongs in step S172-4, and the game behavior pattern is determined. For example, when the total bet and the winner's taken money are analyzed and Math Figure 1 is satisfied, the users who have progressed the corresponding game satisfy the reference of ~~malicious users~~collaborative users for deceit. When the number of played

games becomes greater than a predetermined number of games or a percentage with respect to the total games becomes greater than a predetermined percentage in the process for analyzing and determining the user behavior pattern of steps S174 and S175, the corresponding users are finally classified as ~~malicious users~~collaborative users for deceit and are recorded and stored in the user behavior pattern information database 320, and when they enter random channels, the random channels where only the ~~malicious users~~collaborative users for deceit gather will be selected by the channel server 400.

[0045]   While this invention has been described in connection with what is presently considered to be the most practical and preferred embodiment, it is to be understood that the invention is not limited to the disclosed embodiments, but, on the contrary, is intended to cover various modifications and equivalent arrangements included within the spirit and scope of the appended claims.

[0046]   For example, the channel server 400 can control the users to select and enter a random channel not by using a fixed user game behavior pattern but by using game behavior pattern information that is different from that of the corresponding users used for determining the random channel when the corresponding users enter the random channel.

[0047]   Also, it has been described that the channel server 400 extracts the respective users' game behavior patterns from the user behavior pattern database 320 and uses the same, and it is also possible without being restricted to this for a web server or an additional log-in server to extract user behavior pattern information and transmit the same to the channel server 400 in the log-in process which is essential to the users when they directly access the channel server 400 through the web server 100 or the user program.

【Advantageous Effects】

[0048]   According to the present invention, users maintain excitement for the game by controlling users who have the same or similar game patterns to gather together and play the game according to the respective users' game behavior patterns.

[0049]   Further, compliant users are encouraged to be continuously excited with the corresponding game since the compliant users need not play the game with collaborative users for deceit at the same channel.

[Description of Drawings]

[0050]   FIG. 1 shows a block diagram of an Internetonline game service system for randomly allocating game channels according to users' behavior patterns according to an exemplary embodiment of the present invention;

[0051]   FIG. 2 shows a detailed block diagram of a channel/randomgeneral/random channel database shown in FIG. 1;

[0052]   FIG. 3 shows a detailed block diagram of a user behavior pattern database shown in FIG. 1;

[0053]   FIG. 4 shows a detailed block diagram of a channel server shown in FIG. 1;

[0054]   FIG. 5 shows a detailed block diagram of a game server shown in FIG. 1;

[0055]   FIG. 6 shows a flowchart of an Internetonline game service method for randomly allocating game channels according to users' behavior patterns according to an exemplary embodiment of the present invention;

[0056]   FIG. 7 shows a detailed flowchart of a process for recording users' game behavior patterns while the game is played in the Internetonline game service method shown in FIG. 6; and

[0057] ~~FIG. 8 shows a flowchart of a process for monitoring users' behavior patterns during the process for recording the users' game behavior patterns shown in FIG. 7.~~